# Wavelets at the Galactic Center

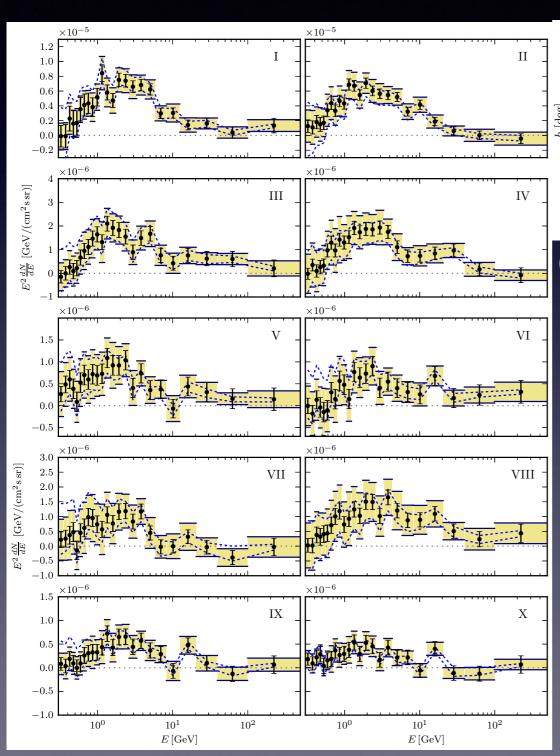
Sam McDermott

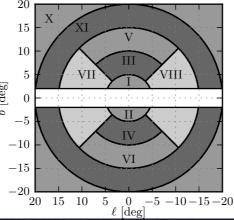
Based on:

SDM, I. Cholis, P. Fox, S. K. Lee (preliminary / in progress)



# Excess photons

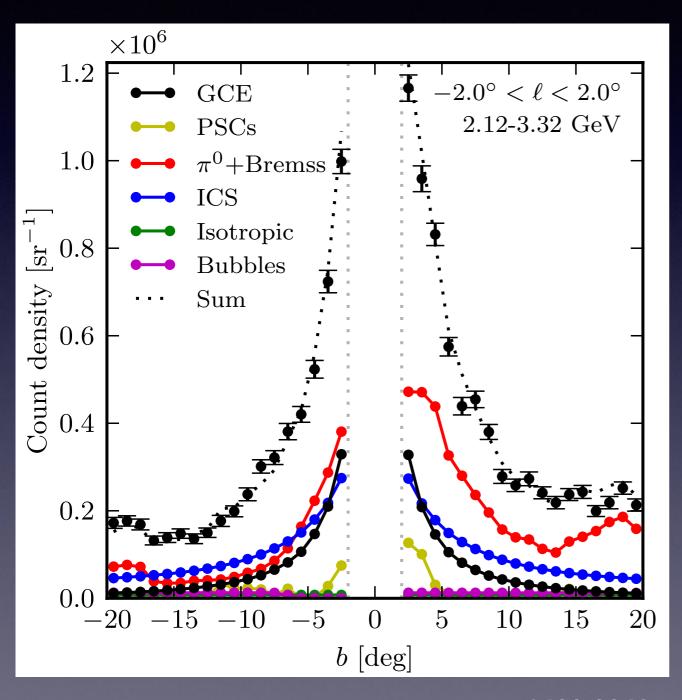




Calore, Cholis, Weniger 1409.0042

E<sub>γ,max</sub> ~ 2 GeV, robust to changes in diffuse template

#### Total Normalization



at energies of interest, ~ O(30%) of total flux

1409.0042

#### "Introduction"

existence of a significant new gamma-ray emission from Galactic Center is pretty robust, but...

- ... diffuse templates house large, energydependent uncertainties
- ... serious caution and healthy skepticism are required when interpreting as BSM physics
- ... a few opportunities so far that "could have been convincing" (either way) have not panned out

How else can we convince ourselves this is or isn't dark matter?

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Particle physics ideas

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Particle physics ideas

New observational ideas

## Current Technique

Test <u>assumption of dark matter annihilation</u>:

- statistical discrimination (χ² test) between fits with and without signal template
- fits with template do better

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# Current Technique

Test <u>assumption of dark matter annihilation</u>:

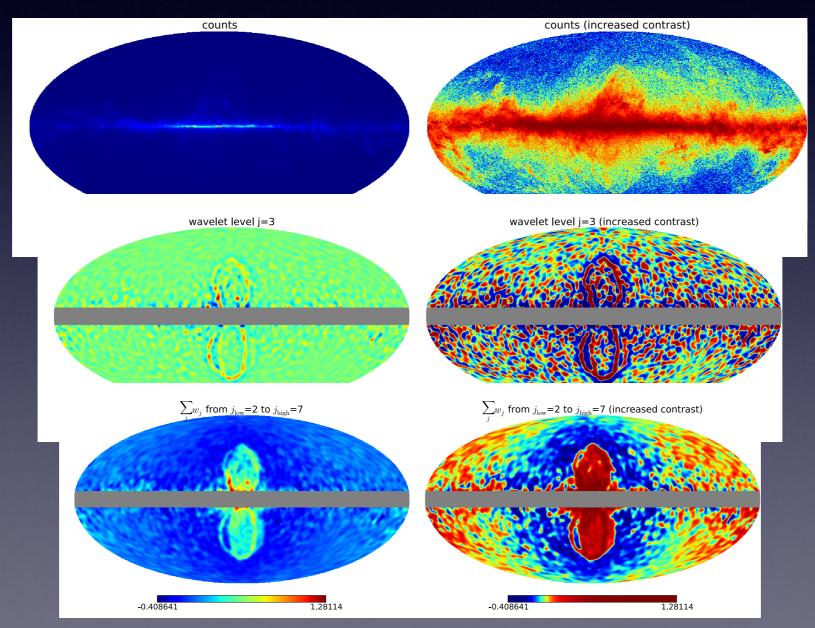
It would be nice to find evidence without making this assumption!

veen olate

...but what if there is a *totally different shape* on the sky that was not adequately tested?

### Rudimentary Image Processing, with Wavelets

in development with Paddy Fox, Ilias Cholis, and Samuel K Lee



#### Wavelets

Allow analysis sensitive to both location and scale

Used for a wide variety of industrial and academic applications:

- image compression (JPEG-2000)
- fast astrophysical signal identification
- cochlear transforms (mimic hearing)
- image denoising
- jets (this is still in its infancy...)
- etc.\*\*

#### What are wavelets?

wavelet coefficients original signal  $W(a,b) = \frac{1}{\sqrt{a}} \int f(x) \psi^* \left(\frac{x-b}{a}\right) dx$  mother wavelet scale position (different choices)

$$\int \psi(x)dx = 0 \qquad \psi(x) \in \mathbb{L}^2(\mathbb{R}) \text{ and}$$

$$\int |\psi(x)|^2 dx = 1 \qquad \frac{1}{\sqrt{a}} \psi\left(\frac{x-b}{a}\right) \in \mathbb{L}^2(\mathbb{R})$$
for  $a, b \in \mathbb{Z}$ 

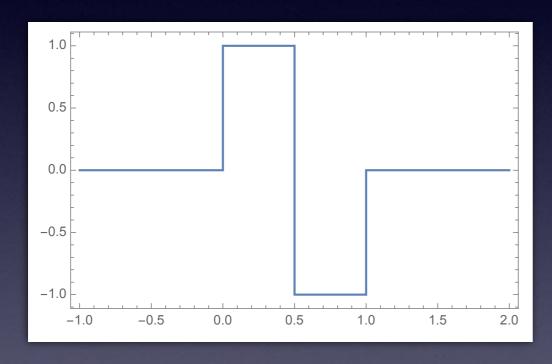
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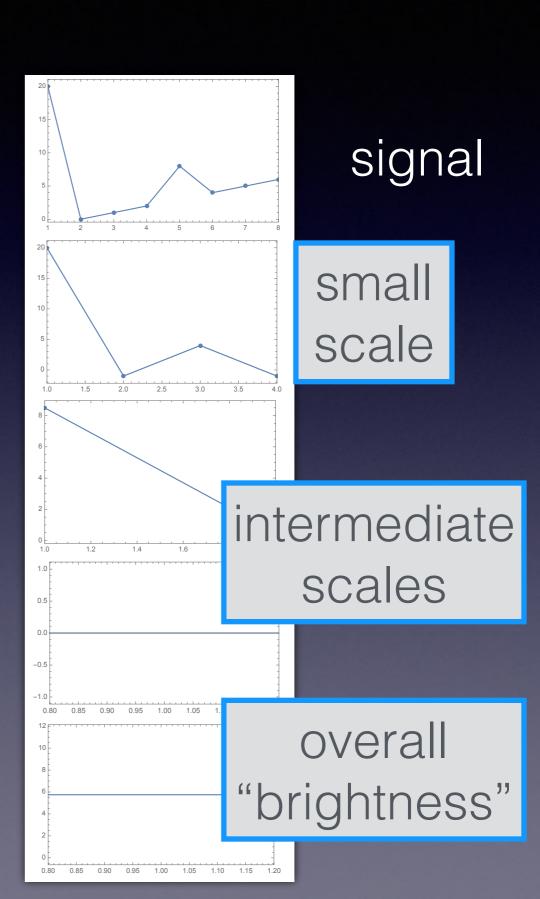
for  $a, b \in \mathbb{Z}$ 

#### Haar

#### The Haar wavelet:

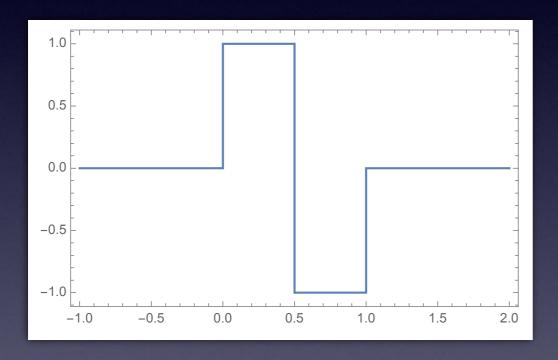


differences adjacent cells (or pixels, etc.)

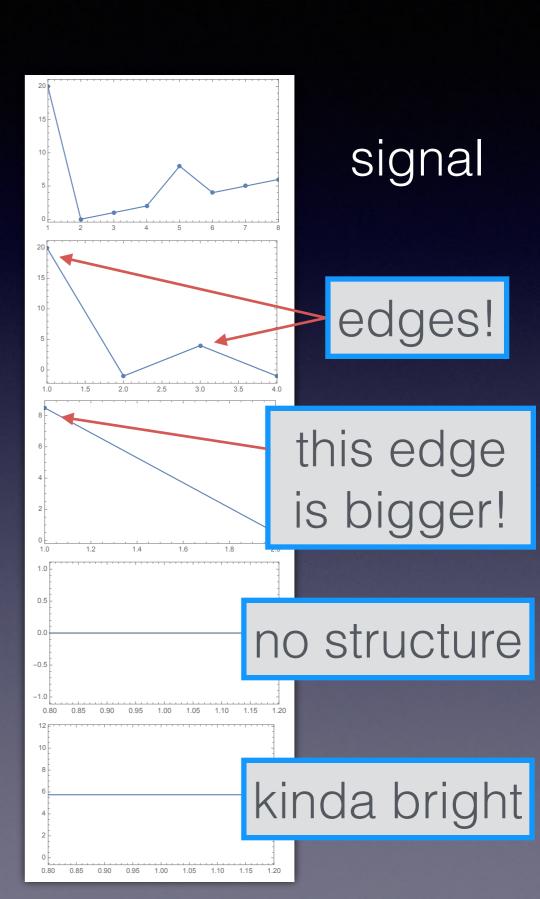


#### Haar

#### The Haar wavelet:

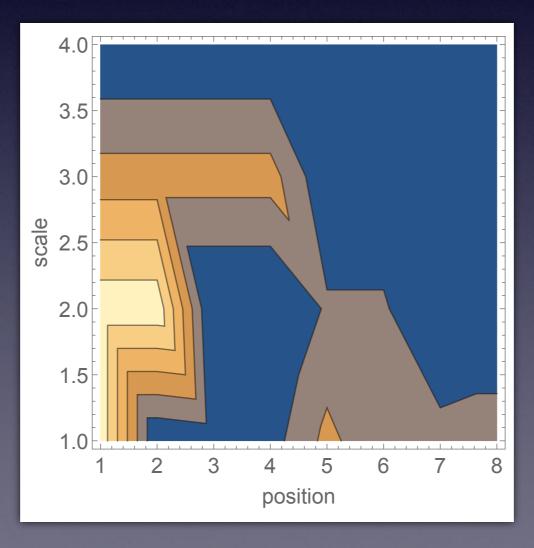


differences adjacent cells (or pixels, etc.)

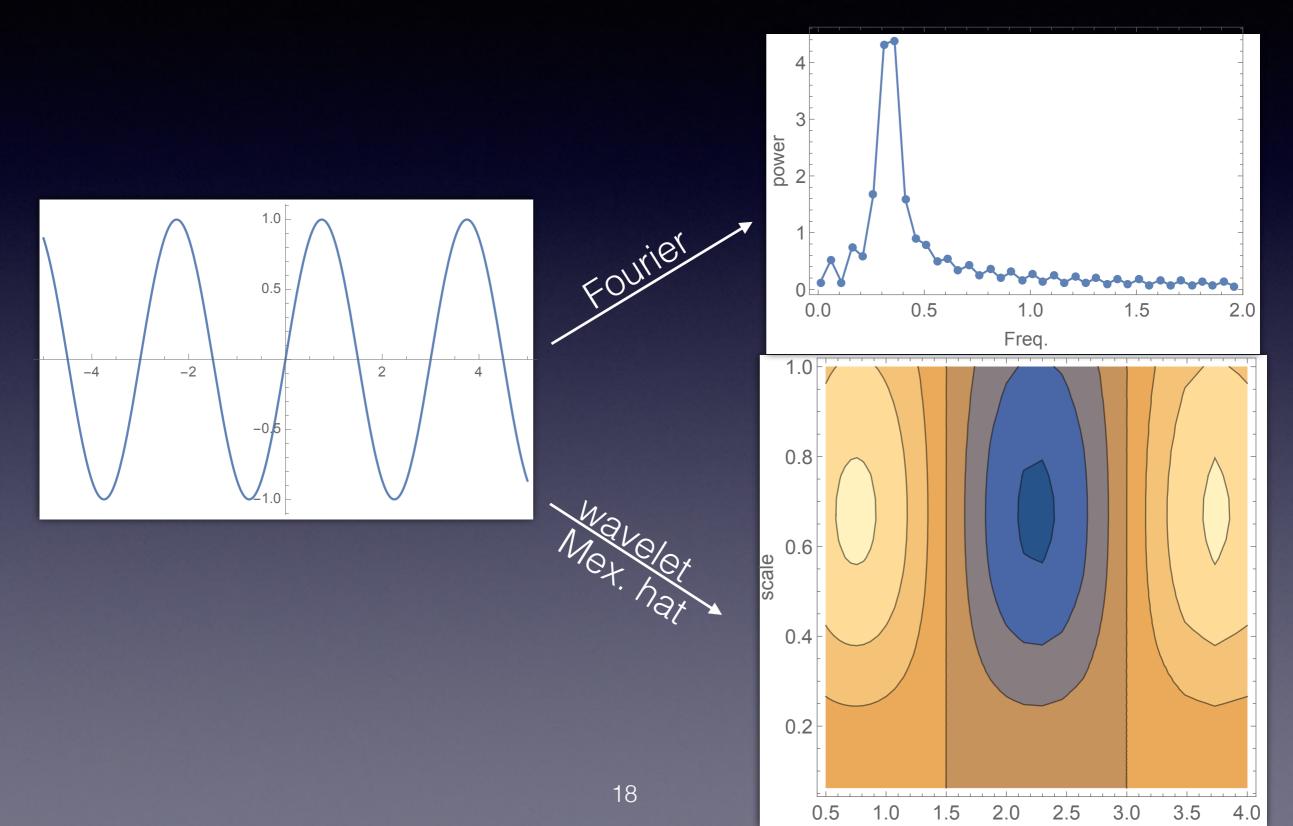


#### Alternate Form

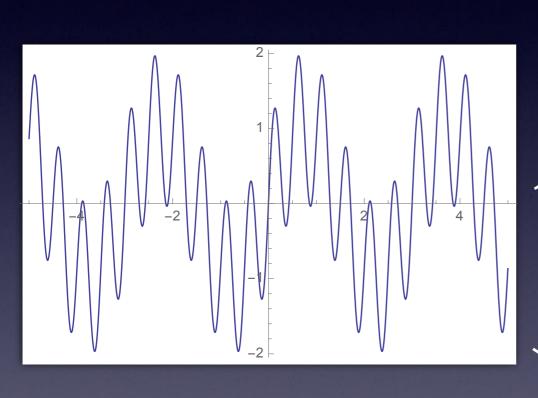
same information in 2d (position-scale space)



### sine wave

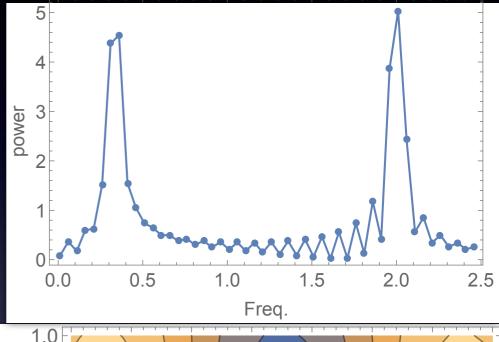


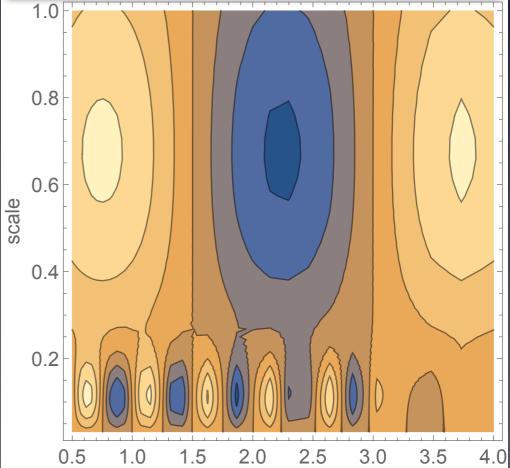
# two sine waves



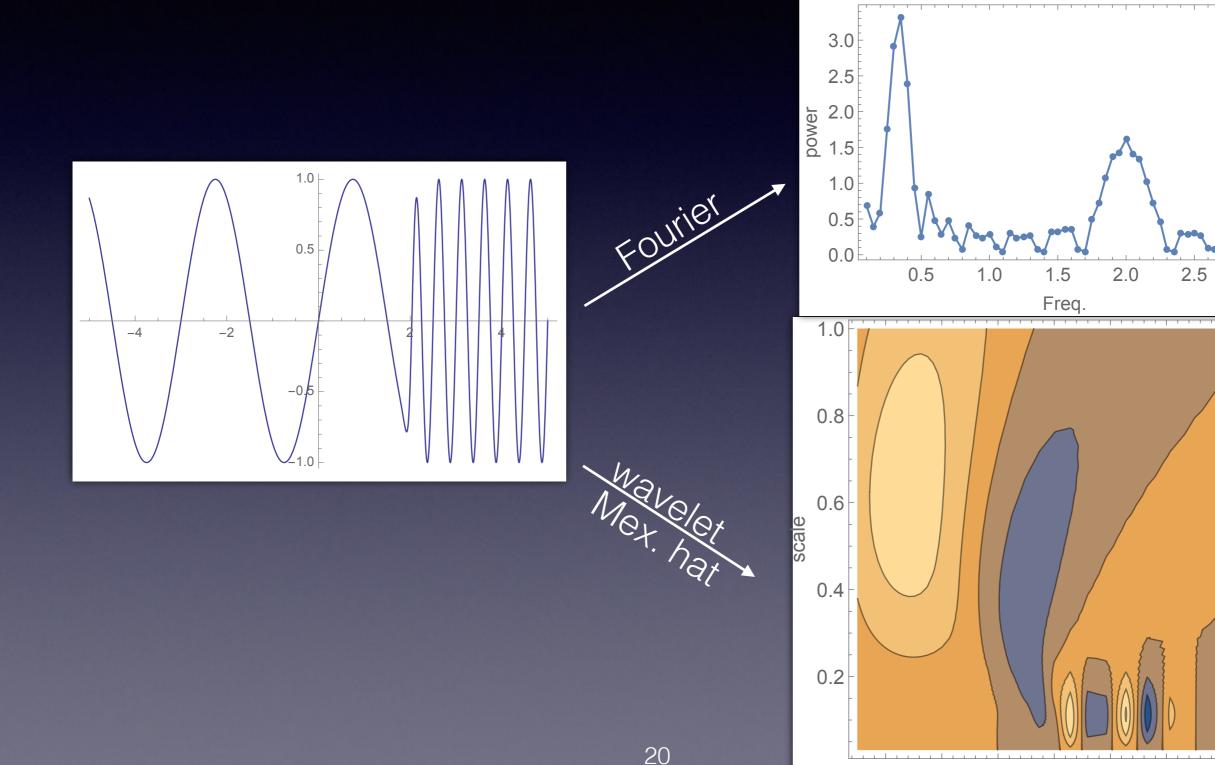
Fourier







#### sine waves with transition



1.0

0.5

1.5

2.0

2.5

3.0

3.5

3.0

# How might this approach improve upon templates?

GeV sky can be thought of as a high resolution picture; wavelets can find structures in it

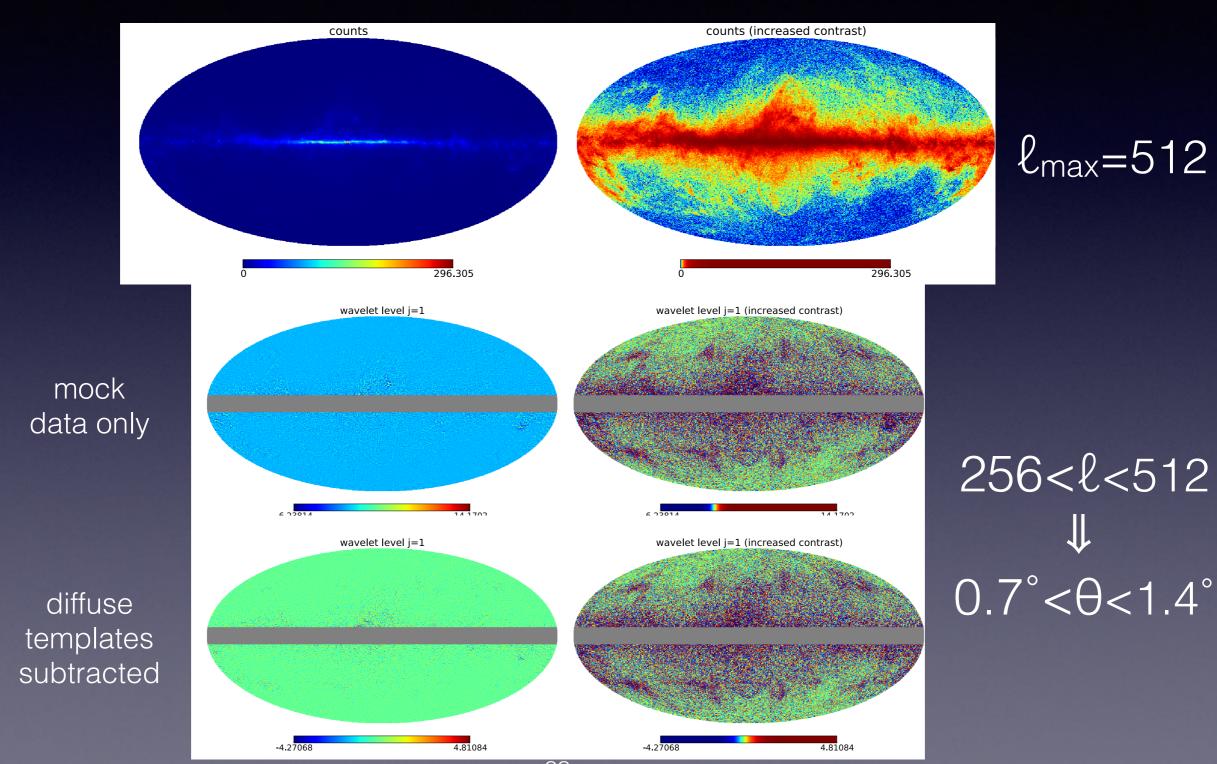
Poisson noise and SM uncertainty dominate at scales that are small relative to bubbles or NFW, and the wavelets can identify those scales

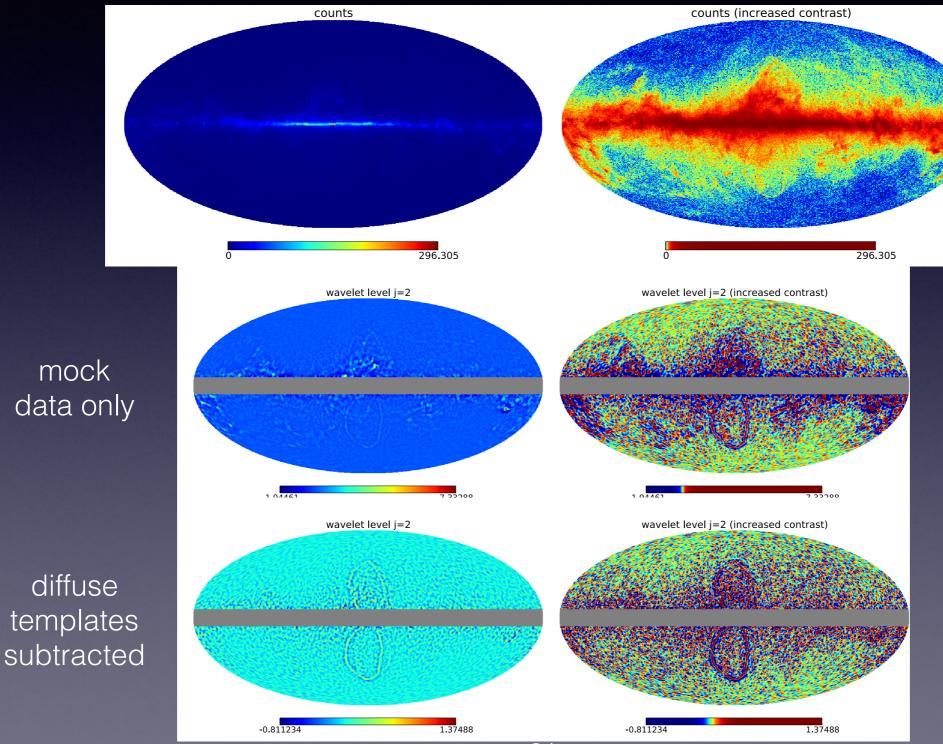
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Poisson noise and SM uncertainty dominate at scales that are small relative to bubbles or NFW, and the wavelets can identify those scales

by identifying and removing such structures, wavelets provide a background expectation that is (relatively) robust against systematic astrophysics uncertainties

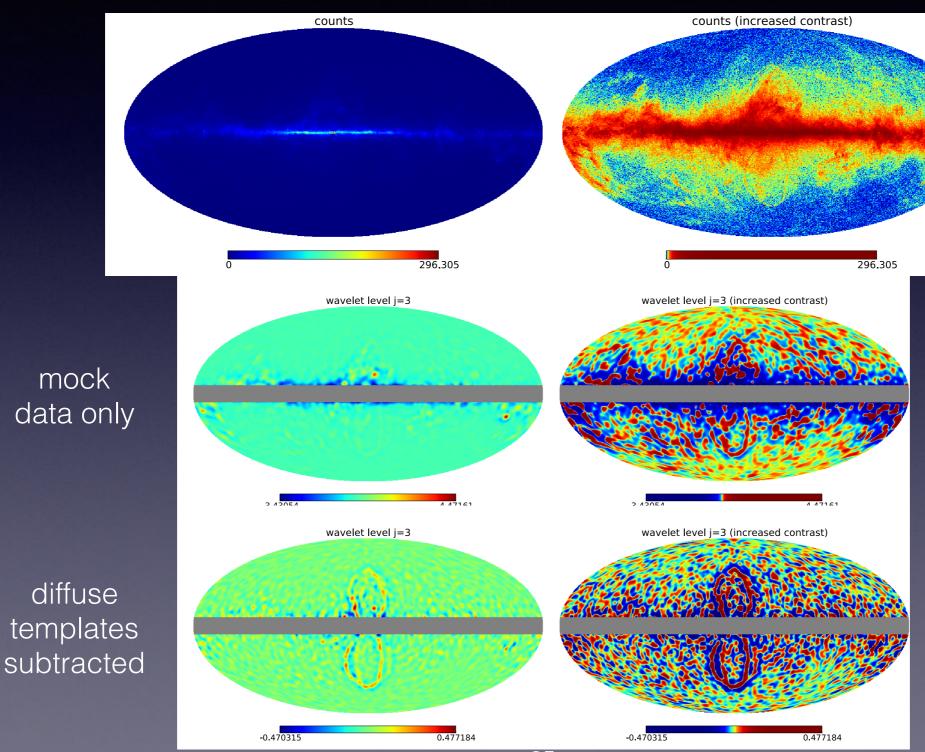




 $\ell_{\text{max}}=512$ 

128<<256 ↓

 $1.4^{\circ} < \theta < 3^{\circ}$ 

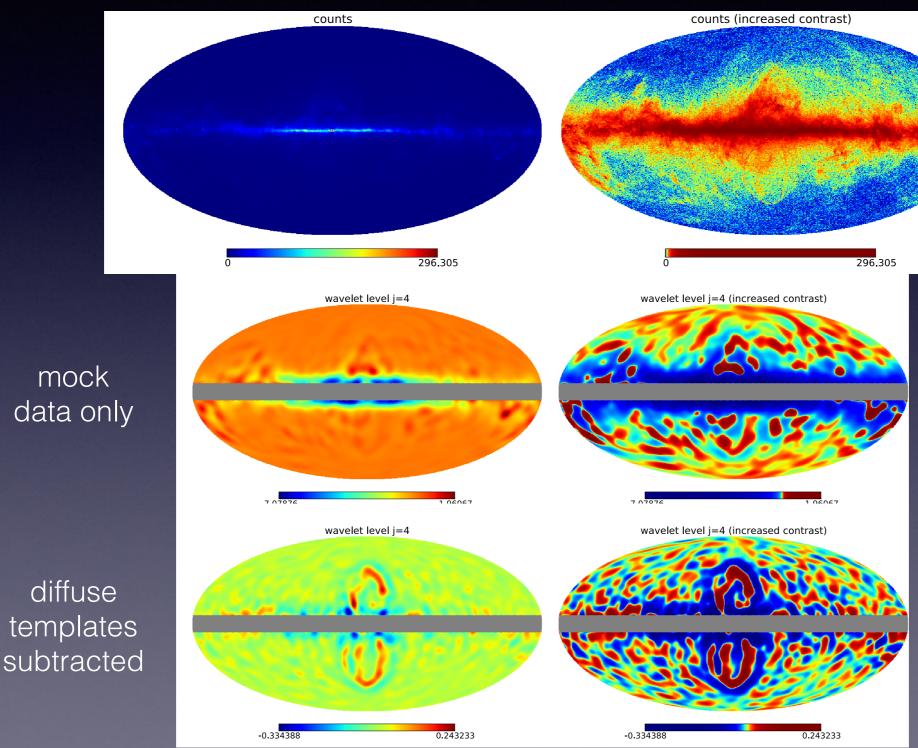


 $\ell_{\text{max}}=512$ 

64<\ell < 128

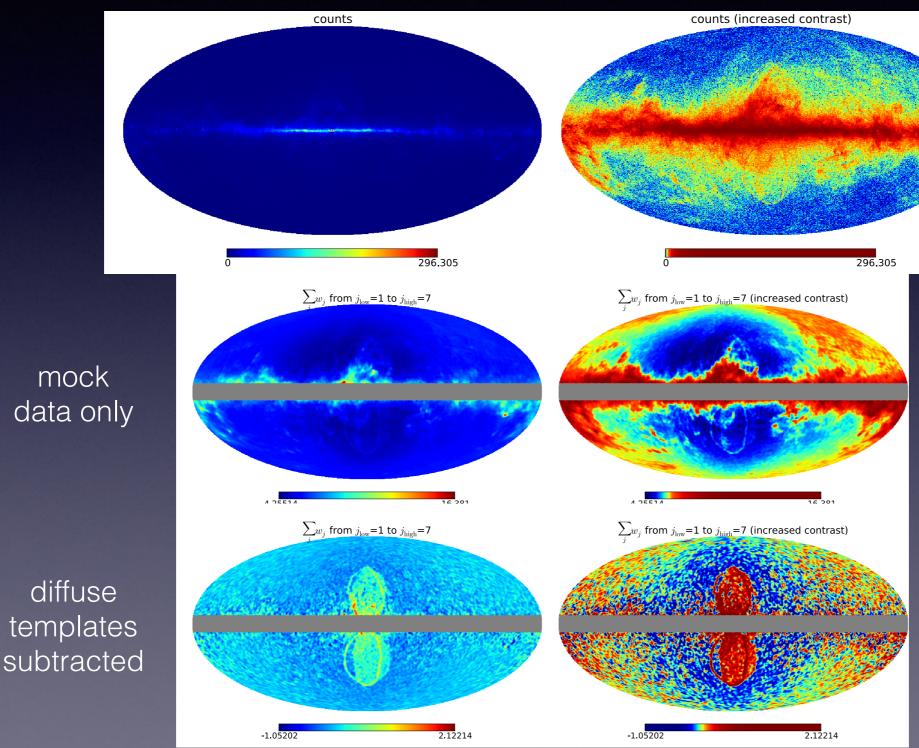
3°<θ<6°

25



 $\ell_{\text{max}}=512$ 

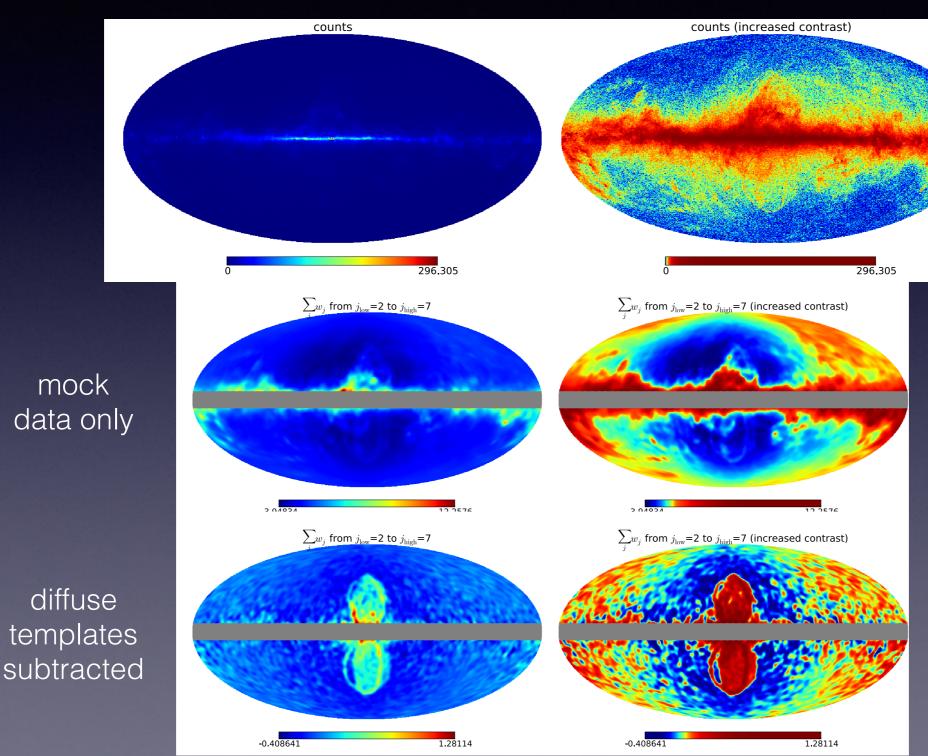
32<ℓ<64 ↓ 6°<θ<10°



 $\ell_{\text{max}}=512$ 

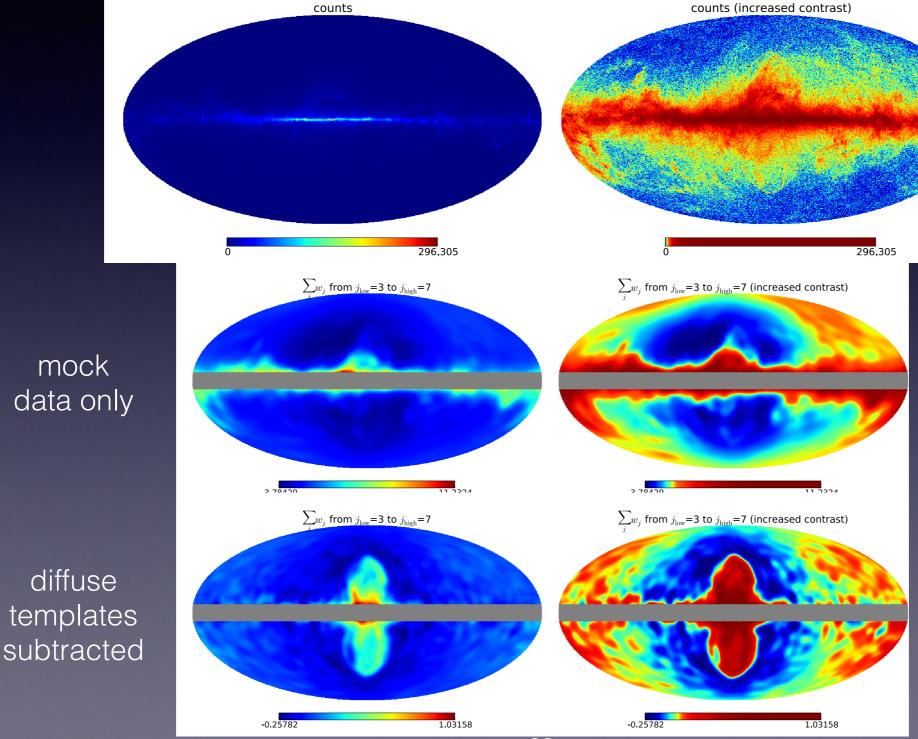
4<ℓ<256 ↓ 1.4°<θ<90°

27



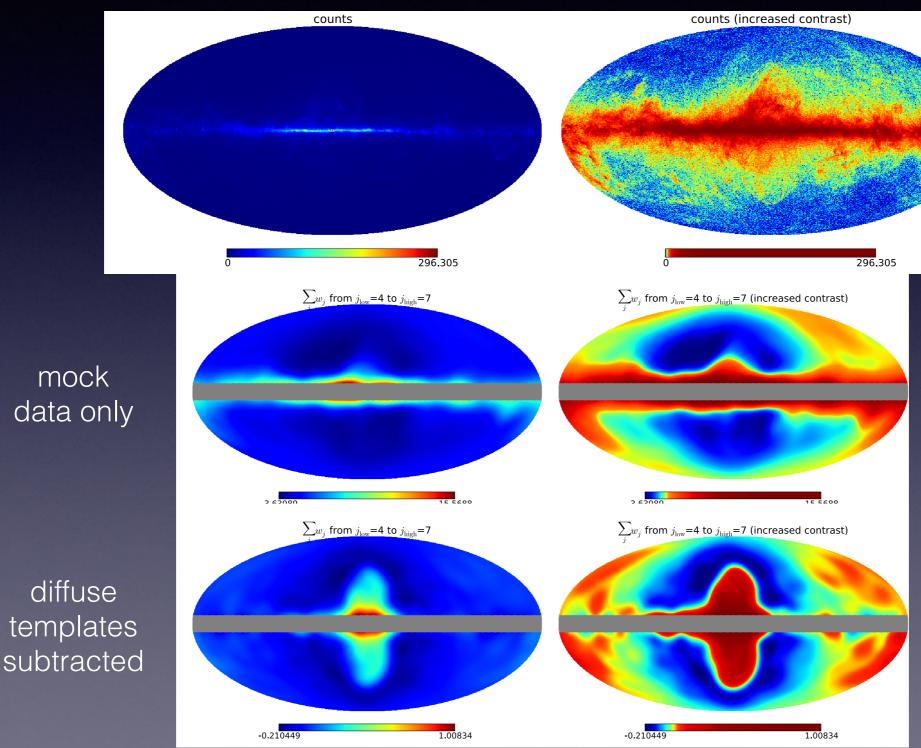
 $\ell_{\text{max}}=512$ 

4<ℓ<128 ↓ 3°<θ<90°



 $\ell_{\text{max}}=512$ 

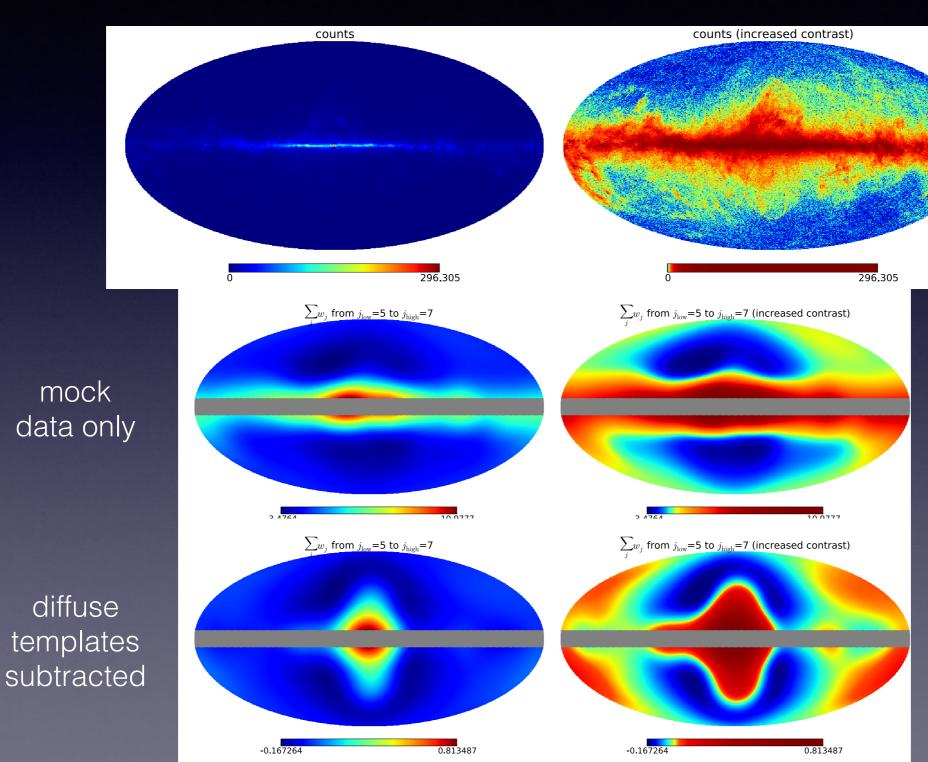
4<ℓ<64 ↓ 6°<θ<90°



 $\ell_{\text{max}}=512$ 

4<ℓ<32

10°<θ<90°



 $\ell_{\text{max}} = 512$ 

4<ℓ<16 ↓ 22°<θ<90°

#### Lesson:

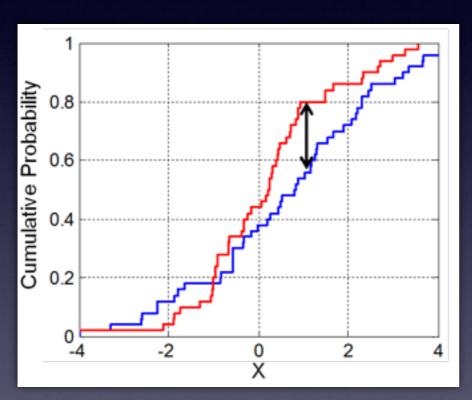
Getting rid of some wavelet levels can provide a much clearer picture of a signal

#### Question:

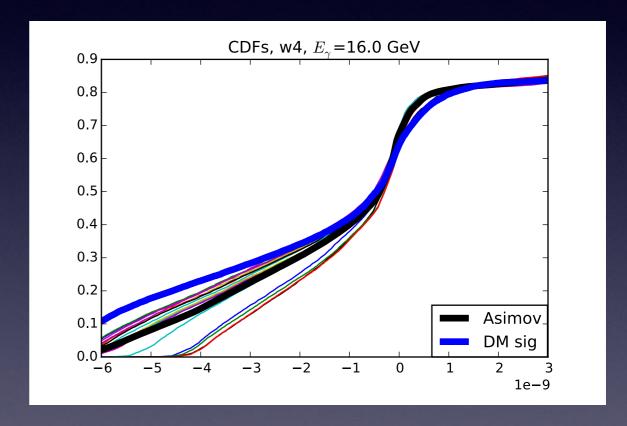
How can we do this in a data-driven (model-independent) (unbiased) (etc....) way?

# Kolmogorov-Smirnov Test

#### maximum distance between two CDFs

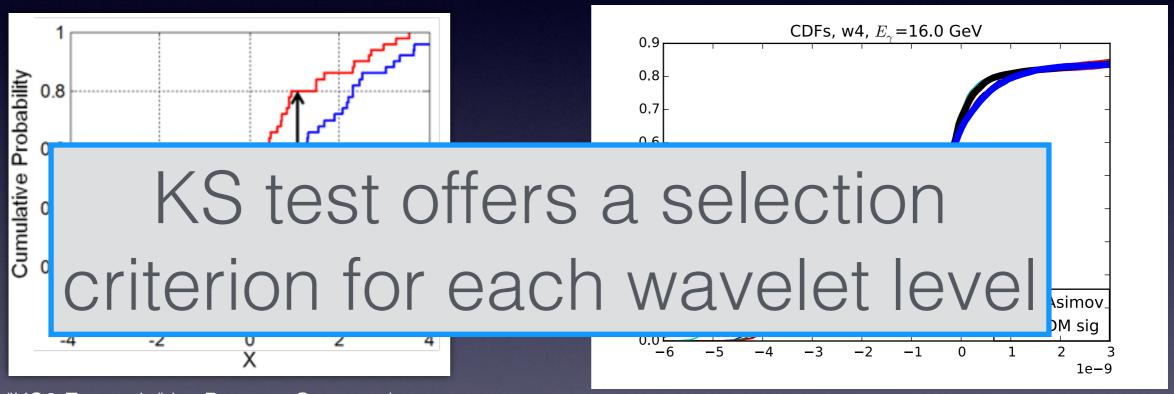


"KS2 Example" by Bscan - Own work.
Licensed under CC0 via Commons <a href="https://commons.wikimedia.org/wiki/">https://commons.wikimedia.org/wiki/</a>
File:KS2\_Example.png#/media/
File:KS2\_Example.png



## Kolmogorov-Smirnov Test

#### maximum distance between two CDFs



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Licensed under CC0 via Commons https://commons.wikimedia.org/wiki/
File:KS2\_Example.png#/media/
File:KS2\_Example.png

#### "Thresholded" wavelets

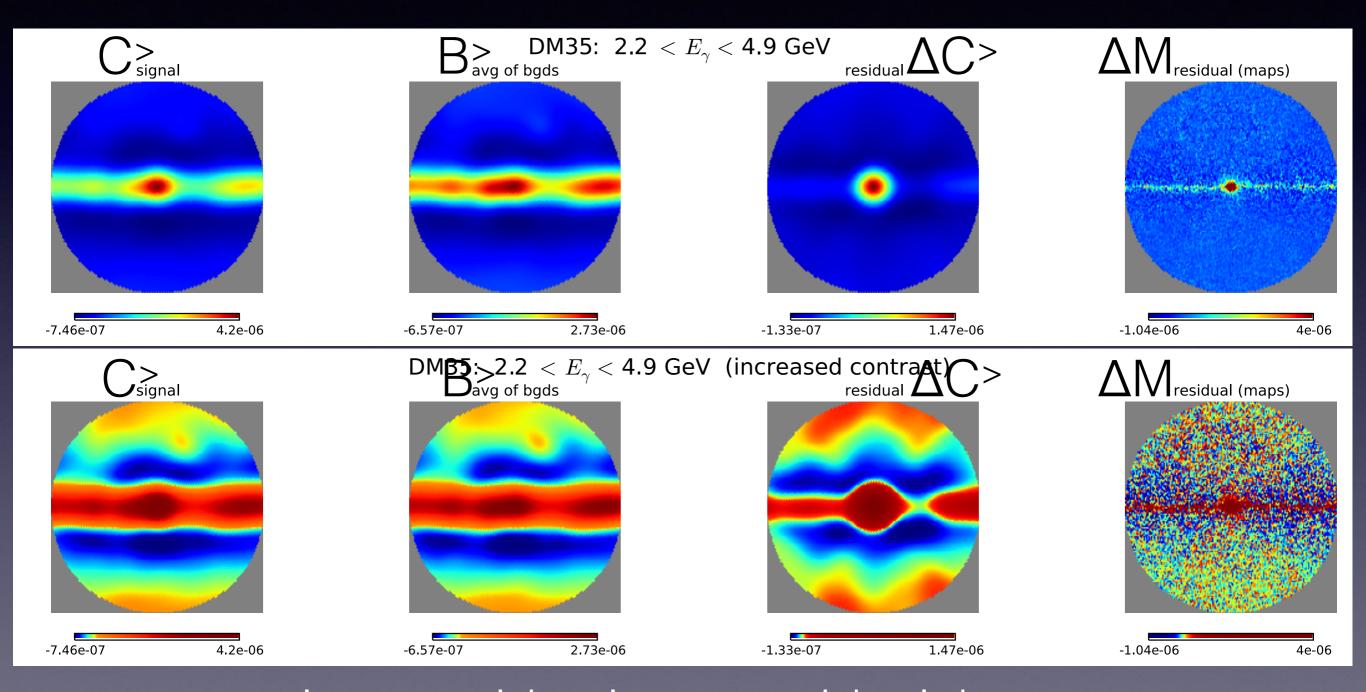
$$signal = S$$
 
$$set of backgrounds = \{B_i\}$$

$$w_{j}^{>} = \begin{cases} w_{j} & \text{if KS(S | Asimov)} > 40\% \text{ KS(B}_{i} | \text{Asimov)} \\ 0 & \text{otherwise} \end{cases}$$

define "cleaned maps:" 
$$C = \Sigma_{j=2}^8 w_j > (S)$$
  
 $B_i > = \Sigma_{j=2}^8 w_j > (B_i) \Theta[w_j > (S)]$   
 $B > = avg(\{B_i > \})$ 

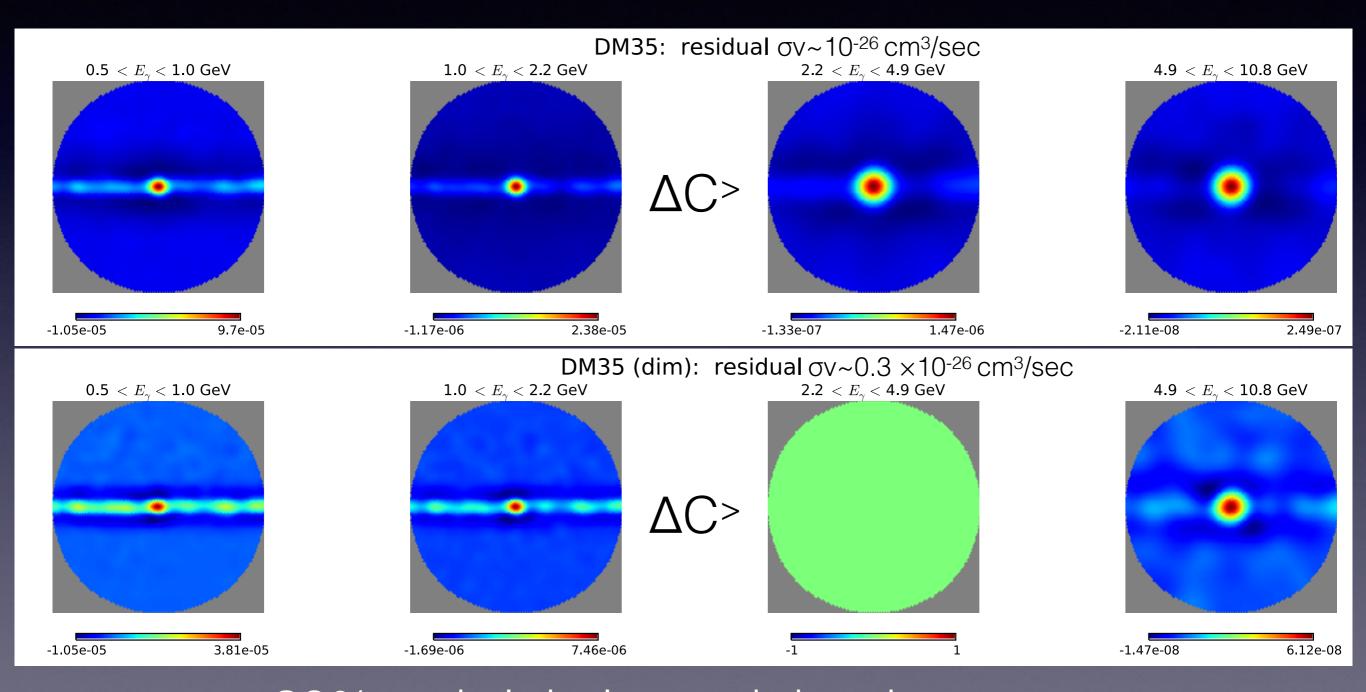
and "cleaned residual:"  $\Delta C = C - B$ 

# Cleaned Map Method



wavelets provide clearer residual than maps

# Cleaned Map Threshold

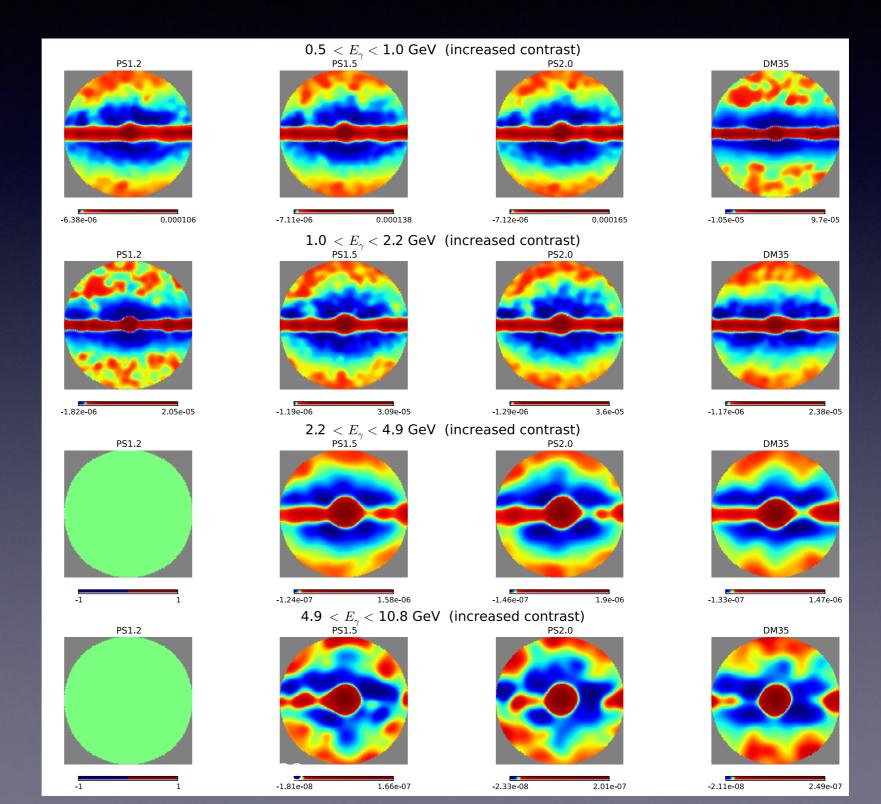


30% as bright is much harder to see

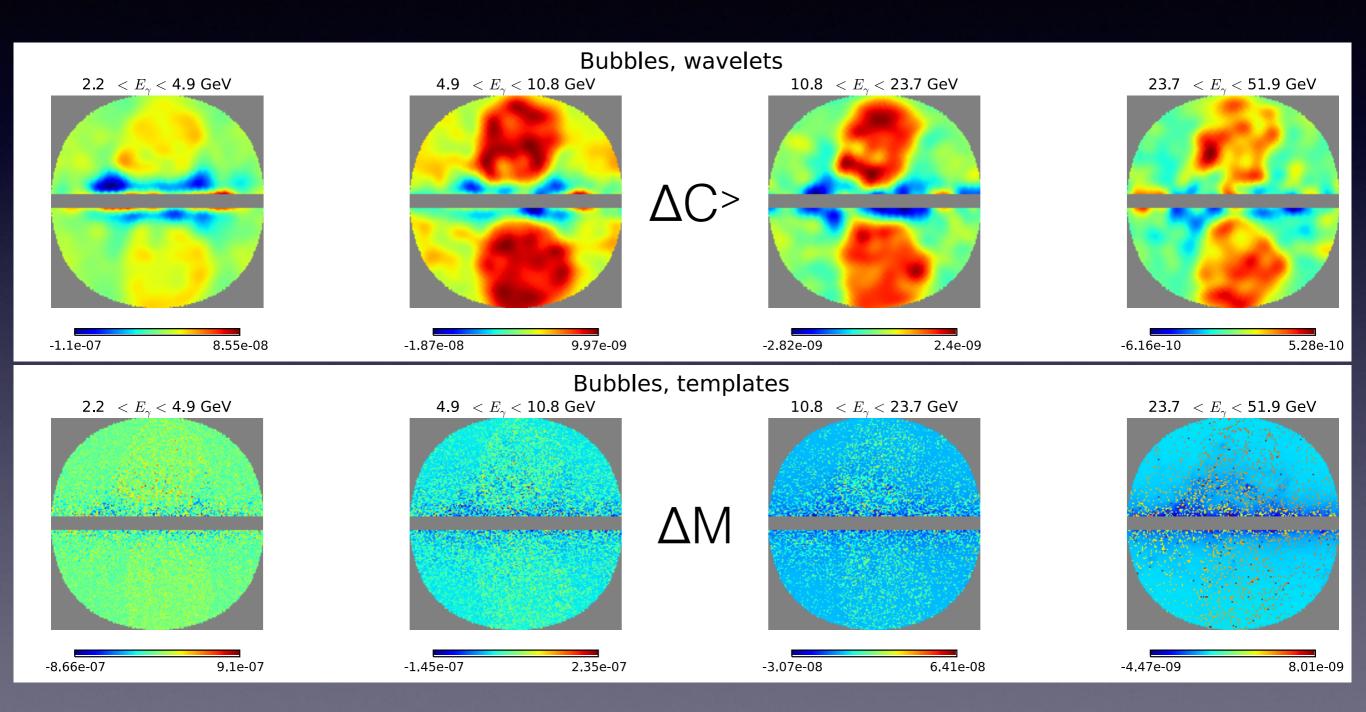
#### DM vs. Point Sources?

 $L\sim L_0$ -ae-L/Lc

keep ∫L fixed



# Cleaned Map, Bubbles



#### What are wavelets?

Allow analysis sensitive to both position and size



different structures have "power" at different levels of the decomposition (edges = sharp variation, important first; larger scale objects = broader variation, important later)



wavelets find structures, and the GCE is a qualitatively new structure that we ought to learn more about

#### Conclusions

Galactic center gamma ray excess is exciting to follow, but still so much more to learn about it

Need some less-model-dependent information

Wavelets are a promising tool for learning about this data

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Much more to do!

### Thanks!